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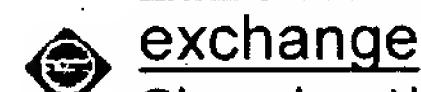
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Shreekanth Moorthy

December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 1 WSC '99**

Publisher: ACM Press

Full text available:  [pdf\(51.25 KB\)](#)Additional Information: [full citation](#), [citations](#), [index terms](#)**2** [Field studies I: Ordering systems: coordinative practices in architectural design and planning](#)

Kjeld Schmidt

November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work GROUP '03**

Publisher: ACM Press

Full text available:  [pdf\(759.99 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In their cooperative effort, architects depend critically on elaborate coordinative practices and artifacts. The paper presents, on the basis of an in-depth study of architectural work, an analysis of these practices and artifacts and shows that they are multilaterally interrelated and form complexes of interrelated practices and artifacts which we have dubbed 'ordering systems'. In doing so, the paper outlines a conceptual framework for investigating and conceiving of such practices.

Keywords: architectural work, classification, common information spaces, coordinative artifacts, indexation

3 [Collaborative augmented reality environments: integrating VR, working materials, and distributed work spaces](#)

Monika Büscher, Michael Christensen, Kaj Grønbæk, Peter Krogh, Preben Mogensen, Dan Shapiro, Peter Ørbæk



September 2000 **Proceedings of the third international conference on Collaborative virtual environments CVE '00**

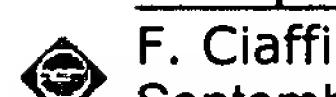
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Full text available: [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this work, we present a new method for displaying stereo scenes, which speeds up the rendering time of complex geometry. We first discuss a scene splitting strategy, allowing us to partition objects to the distant background or the near foreground. Furthermore, we deduce a computation rule for positioning a cutting plane in the scene.

Keywords: 3D workspace, CSCW, roomware, virtual office/project room, virtual reality, working material

4 Computer aided plant layout design



September 1975 **ACM SIGDA Newsletter**, Volume 5 Issue 3

Publisher: ACM Press

Full text available: [pdf\(16.55 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Plant layout is of fundamental importance for the arrangement and allocation of internal plant-areas an essential and frequent operation for large industrial installations.

5 Computervision's direction in workstation technology

Guy D. Haas

June 1984 **Proceedings of the 21st conference on Design automation DAC '84**

Publisher: IEEE Press

Full text available: [pdf\(324.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Computervision has developed a new generation of engineering workstations, offering multiple applications and fully integrated with other CAE/CAD/CAM systems. Computervision believes that multi-application integration and world-wide quality service is the key to workstation success in the 80's. This presentation centers on the justification for workstations and explores 6 of the initial workstation application packages, as well as the standard hardware and software system. System integratio ...

6 CADTOOLS: a CAD algorithm development system



Eric Schell, M. Ray Mercer

June 1985 **Proceedings of the 22nd ACM/IEEE conference on Design automation DAC '85**

Publisher: ACM Press

Full text available: [pdf\(682.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper defines a development system for computer-aided design (CAD) algorithms for combinational logic networks. The principle features of this system include graph-oriented commands and control structures, list handling facilities, and an expandable library of commonly used CAD subprograms. Application programs written using the prototype system, CADTOOLS, include worst case path delay analysis, Sandia Controllability and Observability Analysis (SCOAP) testability measure, and logic si ...

Keywords: CAD, software engineering

7 Networked CAD Systems

March 1997 **Proceedings of the 1997 European conference on Design and Test EDTC '97**

Publisher: IEEE Computer Society

Full text available:  pdf(142.91

KB)

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8 An enhanced data model for CAD/CAM database systems

Ying-Kuei Yang

June 1988 **Proceedings of the 25th ACM/IEEE conference on Design automation DAC '88**

Publisher: IEEE Computer Society Press

Full text available:  pdf(669.00) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#),
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The record-based conventional data models have been criticized as not powerful enough to model a complex data domain of CAD/CAM. This paper proposes a Semantic Network plus Model (SN+M) as a data model for an integrated CAD/CAM database system. The SN+M basically is a model coupling semantic network capability developed in artificial intelligence and relational tabl ...

9 FACE core environment: the model and its application in CAE/CAD tool development

 W. D. Smith, D. Duff, M. Dragomirecky, J. Caldwell, M. Hartman, J. Jasica, M. A. d'Abreu

June 1989 **Proceedings of the 26th ACM/IEEE conference on Design automation DAC '89**

Publisher: ACM Press

Full text available:  pdf(820.59) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#),
KB) [index terms](#)

Many aspects of design automation software have similar requirements for representing, manipulating, and storing design information. The recognition of these common requirements in CAD tools, allows the Flexible Architecture Compilation Environment's (FACE) Core Environment to provide a suite of high level tools for the CAD developer. The Core Environment software has been developed using object-oriented software technology, and may be readily adapted to specific applications. The focus of ...

10 On the Interaction Between Power-Aware FPGA CAD Algorithms

Julien Lamoureux, Steven J. E. Wilton

November 2003 **Proceedings of the 2003 IEEE/ACM international conference on Computer-aided design ICCAD '03**

Publisher: IEEE Computer Society

Full text available:  pdf(178.73) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)
KB)

As Field-Programmable Gate Array (FPGA) power consumption continues to increase, lower power FPGA circuitry, architectures, and Computer-Aided Design (CAD) tools need to be developed. Before designing low-power FPGA circuitry, architectures, or CAD tools, we must first determine where the biggest savings

(in terms of energy dissipation) are to be made and whether these savings are cumulative. In this paper, we focus on FPGA CAD tools. Specifically, we describe a new power-aware CAD flow for FPGAs that w ...

11 Practical experiences: System-level modeling of a network switch SoC

 JoAnn M. Paul, Christopher P. Andrews, Andrew S. Cassidy, Donald E. Thomas
October 2002 **Proceedings of the 15th international symposium on System Synthesis ISSS '02**

Publisher: ACM Press

Full text available:  pdf(176.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present the modeling of the high-level design of a next generation network switch from the perspective of a Computer-Aided Design (CAD) team within the larger context of a design team consisting of an experienced network switch designer and an experienced VLSI hardware designer. After facilitating the design process, the CAD team observed how designers approach high-level designs, beyond RTL. We motivate the need for CAD support that allows designers to effectively manipulate what we refer to ...

Keywords: computer-aided design, memory visualization level design, network switch, performance modeling, system modeling

12 A study of the applicability of hopfield decision neural nets to VLSI CAD

 M. L. Yu
June 1989 **Proceedings of the 26th ACM/IEEE conference on Design automation DAC '89**

Publisher: ACM Press

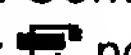
Full text available:  pdf(778.73 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Hopfield decision neural nets have been claimed to be good for solving a class of optimization problems such as the traveling salesman's problem. A study was undertaken to determine if these techniques were applicable to the many optimization problems that occur in VLSI circuit design and layout. Module placement was chosen as a representative problem. It was observed that the convergence process closely resembles that of greedy hill climbing algorithms. Apart from the known problems of ion ...

13 Recent results in VLSI CAD at MIT

Richard E. Zippel, Paul Penfield, Lance A. Glasser, Charles E. Leiserson, John L. Wyatt, F. Thomson Leighton, Jonathan Allen
November 1986 **Proceedings of 1986 ACM Fall joint computer conference ACM '86**

Publisher: IEEE Computer Society Press

Full text available:  pdf(880.95 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

14 CAD methodology for the design of UltraSPARC-I microprocessor at Sun

 Microsystems Inc.
A. Cao, A. Adalal, J. Bauman, P. Dedood, P. Donehue, P. Delisle, M. Dell'OcaKhouja, T. Doan, M. Doreswamy, P. Ferolito
January 1995 **Proceedings of the 32nd ACM/IEEE conference on Design automation DAC '95**

Publisher: ACM Press

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15 [The MCC CAD framework methodology management system](#)

 Wayne Allen, Douglas Rosenthal, Kenneth Fiduk

June 1991 **Proceedings of the 28th conference on ACM/IEEE design automation DAC '91**

Publisher: ACM Press

Full text available: [pdf\(616.70 KB\)](#)

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16 [The second Oxford workshop on CAD accelerators: a report](#)

 C. P. Ravikumar

June 1990 **ACM SIGDA Newsletter**, Volume 20 Issue 1

Publisher: ACM Press

Full text available: [pdf\(475.64 KB\)](#)

Additional Information: [full citation](#), [index terms](#)



17 [Wolverines: standard cell placement on a network of workstations](#)

S. Mohan, P. Mazumder

November 1992 **Proceedings of the conference on European design automation EURO-DAC '92**

Publisher: IEEE Computer Society Press

Full text available: [pdf\(664.37 KB\)](#)

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18 [Network design: tasks & tools](#)

 Kyle S. Kuczun, Mark D. Gross

August 1997 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques DIS '97**

Publisher: ACM Press

Full text available: [pdf\(787.86 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



Keywords: computer human interaction, domain oriented design environments, freehand drawing environment, levels of abstraction, local area networks

19 [Machine interpretation of CAD data for manufacturing applications](#)

 Qiang Ji, Michael M. Marefat

September 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 3

Publisher: ACM Press

Full text available: [pdf\(1.90 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



Machine interpretation of the shape of a component for CAD databases is an important problem in CAD/CAM, computer vision, and intelligent manufacturing. It can be used in CAD/CAM for evaluation of designs, in computer vision for machine recognition and machine inspection of objects, and in intelligent manufacturing for automating and integrating the link between design and manufacturing. This topic has been an active area of research since the late '70s, and a significant number of computat ...

Keywords: artificial intelligence, automated process planning, computer-aided design, computer-integrated manufacturing, feature recognition, flexible automation

20 Efficient modeling of switch-level networks containing undetermined logic node states 

Peter Dahlgren, Peter Liden

November 1993 **Proceedings of the 1993 IEEE/ACM international conference on Computer-aided design ICCAD '93**

Publisher: IEEE Computer Society Press

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Kjeld Schmidt

November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work GROUP '03**

Publisher: ACM Press

Full text available: [pdf\(759.99 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In their cooperative effort, architects depend critically on elaborate coordinative practices and artifacts. The paper presents, on the basis of an in-depth study of architectural work, an analysis of these practices and artifacts and shows that they are multilaterally interrelated and form complexes of interrelated practices and artifacts which we have dubbed 'ordering systems'. In doing so, the paper outlines a conceptual framework for investigating and conceiving of such practices.

Keywords: architectural work, classification, common information spaces, coordinative artifacts, indexation

- 2 [View changes in augmented reality computer-aided-drawing](#)

Do Hyoung Shin, Phillip S. Dunston, Xiangyu Wang

January 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 1

Publisher: ACM Press

Full text available: [pdf\(1.90 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

A prototype augmented reality computer-aided-drawing (AR CAD) prototype aimed at supporting a design detailing and review process has been developed. Utilizing head-mounted displays, AR CAD supports users in manipulating design models with two possible view change mechanisms---observer movement around the virtual object (model) or rotation of the virtual object. Previous studies in scene recognition across views of real objects yielded performances that were better under observer movement condit ...

Keywords: Spatial cognition, augmented reality

3 Exploring the unrealized potential of computer-aided drafting

 Suresh K. Bhavnani, Bonnie E. John

April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground CHI '96**

Publisher: ACM Press

Full text available:  pdf(1.25 MB)

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Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: CAD, learning, task decomposition

4 The strategic use of CAD: an empirically inspired, theory-based course

 Suresh K. Bhavnani, Bonnie E. John, Ulrich Flemming

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit CHI '99**

Publisher: ACM Press

Full text available:  pdf(933.99 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#),

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The inefficient use of complex computer systems has been widely reported. These studies show the persistence of inefficient methods despite many years of experience and formal training. To counteract this phenomenon, we present the design of a new course, called the Strategic Use of CAD. The course aims at teaching students efficient strategies to use a computer-aided drafting system through a two-pronged approach. Learning to See teaches students to recognize opportunities to use eff ...

Keywords: CAD, GOMS, efficiency, learning, strategy, training

5 PROOF animation: better animation for your simulation

 Nancy J. Earle, James O. Henriksen

December 1993 **Proceedings of the 25th conference on Winter simulation WSC '93**

Publisher: ACM Press

Full text available:  pdf(718.97 KB)

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6 Integrating the CAD model with dynamic simulation: simulation data

 exchange

Shreekanth Moorthy

December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 1 WSC '99**

Publisher: ACM Press

Full text available:  pdf(51.25 KB)

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7 The power and performance of proof animation



Nancy J. Earle, James O. Henriksen

December 1995 **Proceedings of the 27th conference on Winter simulation
WSC '95**

Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(846.29 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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8 The power and performance of Proof Animation



James O. Henriksen

December 1997 **Proceedings of the 29th conference on Winter simulation
WSC '97**

Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(804.54 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 The power and performance of Proof Animation



James O. Henriksen

November 1996 **Proceedings of the 28th conference on Winter simulation
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Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(816.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

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10 An observational study of how objects support engineering design thinking



and communication: implications for the design of tangible media

Margot Brereton, Ben McGarry

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '00**

Publisher: ACM Press

Full text available: [pdf\(841.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

There has been an increasing interest in objects within the HCI field particularly with a view to designing tangible interfaces. However, little is known about how people make sense of objects and how objects support thinking. This paper presents a study of groups of engineers using physical objects to prototype designs, and articulates the roles that physical objects play in supporting their design thinking and communications. The study finds that design thinking is

heavily dependent upon ph ...

Keywords: augmented reality, cognitive models, design thinking, interaction design, tangible media, user models

11 Windows-based animation with PROOF

James O. Henriksen

December 1998 **Proceedings of the 30th conference on Winter simulation
WSC '98**

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(69.11 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

12 Network design: tasks & tools



Kyle S. Kuczun, Mark D. Gross

August 1997 **Proceedings of the conference on Designing interactive systems:
processes, practices, methods, and techniques DIS '97**

Publisher: ACM Press

Full text available:  [pdf\(787.86 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: computer human interaction, domain oriented design environments, freehand drawing environment, levels of abstraction, local area networks

**13 Software/modelware tutorials I: Adding animation to a simulation using
Proof™**

James O. Henriksen

December 2000 **Proceedings of the 32nd conference on Winter simulation
WSC '00**

Publisher: Society for Computer Simulation International

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Proof Animation™ is a family of products for adding animation to discrete event simulations. Proof is available in a variety of versions, including an inexpensive, student version, mid-size and unlimited-size commercial versions, a run-time version, and a royalty-free, redistributable demo viewer. Proof is an ASCII-stream-driven, general-purpose animation system which runs on readily available PC hardware. Its vector-based geometry provides a large animation canvas and the ability to zoom ...

14 General-purpose concurrent and post-processed animation with Proof



James O. Henriksen

December 1999 **Proceedings of the 31st conference on Winter simulation:
Simulation---a bridge to the future - Volume 1 WSC '99**

Publisher: ACM Press

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15 Two-Handed Interaction: Creating principal 3D curves with digital tape **drawing**

Tovi Grossman, Ravin Balakrishnan, Gordon Kurtenbach, George Fitzmaurice, Azam Khan, Bill Buxton

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves CHI '02**

Publisher: ACM Press

Full text available:  [pdf\(943.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Previous systems have explored the challenges of designing an interface for automotive styling which combine the metaphor of 2D drawing using physical tape with the simultaneous creation and management of a corresponding virtual 3D model. These systems have been limited to only 2D planar curves while typically the principal characteristic curves of an automotive design are three dimensional and non-planar. We present a system which addresses this limitation. Our system allows a designer to const ...

Keywords: 3D modeling, interaction techniques, large scale displays, tape drawing, two-handed interaction

16 Modeling of chain conveyors and their equipment interfaces Ali K. Gunal, Edward J. Williams, Shigeru Sadakane

November 1996 **Proceedings of the 28th conference on Winter simulation WSC '96**

Publisher: ACM Press, IEEE Computer Society

Full text available:  [pdf\(829.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Chain conveyors are a specific type of conveyor often used in a variety of manufacturing and production applications, such as body and paint shops. These conveyors must typically interface with other types of conveyors such as cross-transfer conveyors, and also with other material-handling equipment such as lift tables and hold tables. Micromodeling of chain conveyors and their equipment interfaces requires close attention to numerous details. These details include not only static and operationa ...

17 GPSS/PC graphics and animation Springer W. Cox

December 1988 **Proceedings of the 20th conference on Winter simulation WSC '88**

Publisher: ACM Press

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GPSS/PC is a popular implementation of the discrete event simulation language GPSS, the General Purpose Simulation System. GPSS/PC has interactive graphics and animation tightly integrated into its simulation environment. Its graphics windows allow viewing and manipulation of the simulation via an optional pointing device, and assertion of all simulation primitives. All windows are online, providing for a visualization of model dynamics, and one of the windows allows animations of the simul ...

18 Delegation and circumvention: two faces of efficiency Suresh K. Bhavnani, Bonnie E. John

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '98**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available:  [pdf\(1.22 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: CAD, GOMS, efficiency, productivity, strategies

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Nancy J. Earle, James O. Henriksen

December 1994 **Proceedings of the 26th conference on Winter simulation WSC '94**

Publisher: Society for Computer Simulation International

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20 [Construction engineering and project management: Construction engineering and project management I: building a virtual shop model for steel fabrication](#)

Lingguang Song, Simaan M. AbouRizk

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03**

Publisher: Winter Simulation Conference

Full text available:  [pdf\(487.44 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Steel fabrication is a complex process, which encompasses product uniqueness, a high product mix, and a number of activities involving a variety of equipment and labor disciplines. The steel fabrication industry needs advanced tools and techniques in order to estimate, plan, and control fabrication shops. This paper proposes a system for building virtual fabrication shop models capable of estimating, scheduling, and analyze production. The system defines conceptual models for product, process ...

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L2	186	(fiber adj optic adj network) and @pd<="19960101"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/04/24 13:16
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